

# LEFT 4 DEAD

PRIMA Official Game Guide



BASED ON A GAME  
RATED BY THE  
ESRB



VALVE



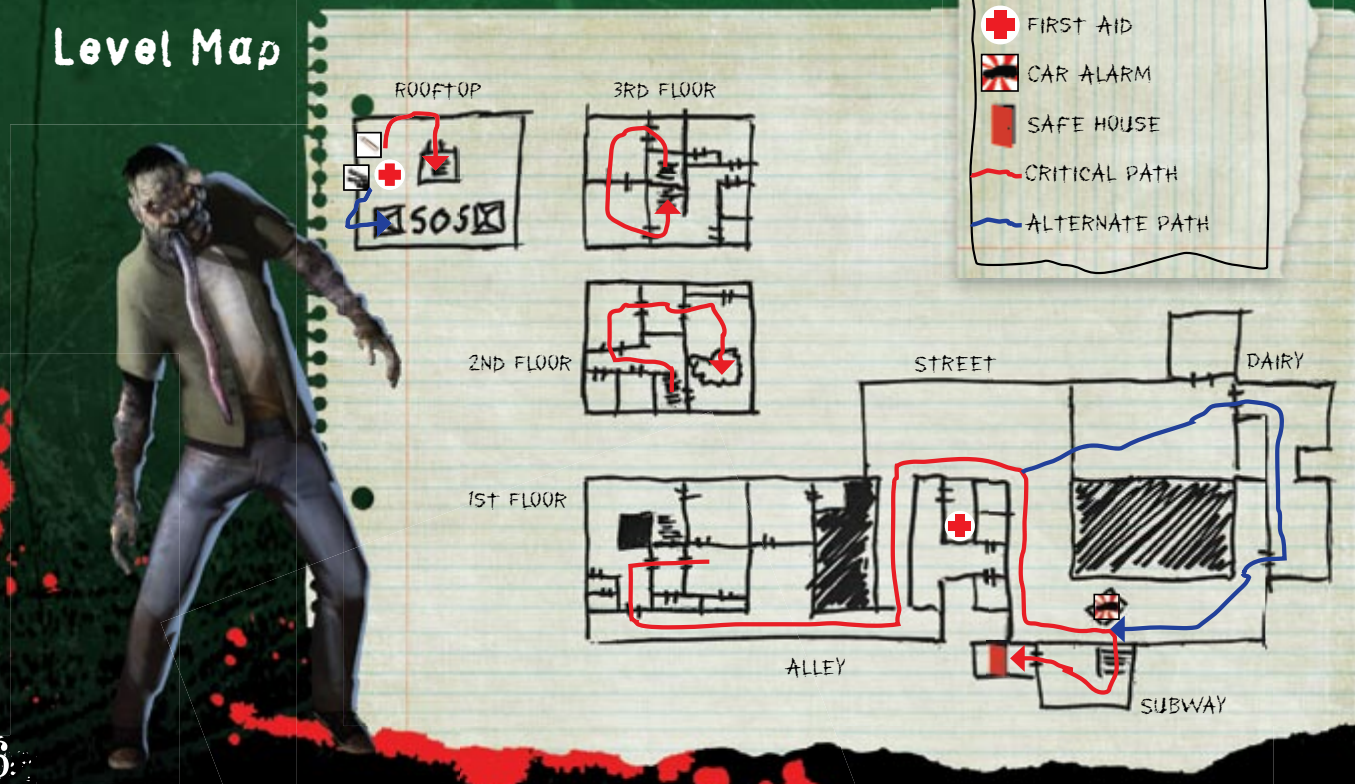
## No Mercy



In *No Mercy*, the survivors—Bill, Francis, Louis, and Zoey—are tasked with traversing an urban landscape in search of rescue. Their objective is to reach Mercy Hospital in the middle of the city. As the only suitable helicopter landing pad for miles, the hospital's rooftop is the closest evacuation point. But there's one problem—thousands of reanimated infected stand between the survivors and the hospital. The journey takes the survivors through the city streets, down into a subway tunnel, into the sewer system, and finally into the hospital. Each location is swarming with the undead menace, requiring constant vigilance among the survivors during this nighttime trek through an extremely hostile environment.

### The Apartments

#### Level Map





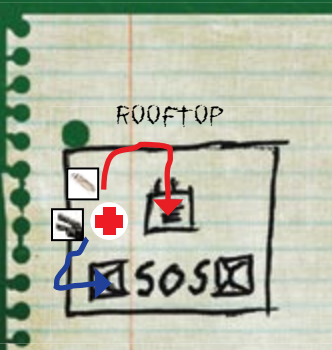
# No Mercy

## Apartment Building



At the start of *No Mercy*, the survivors find themselves on the rooftop of an old apartment building. Unbeknownst to them, this very apartment building was quarantined early on during the outbreak, meaning that dozens of infected roam the rooms and halls below. From this elevated position, Mercy Hospital can be seen in the distance. While it doesn't look very far away, the path ahead is long and treacherous. For this phase of the journey, the survivors must descend through the infested apartment building and make it to the subway station down the street.

### Rooftop



Before moving out, gear up at the nearby table. All survivors are armed with pistols at the beginning of the level and can supplement their load-out with one of two primary weapons: the pump

shotgun or the submachine gun (SMG). Both are very competent weapons, but the pump shotgun is a bit easier to use in the cramped apartment below. Still, it's a good idea to keep a balance within the team. So check with your teammates and consider going in with two submachine guns and two pump shotguns. Also, don't forget to max out on ammo and grab one of the first aid kits.

## NOTE

**The infected bosses cannot spawn at the start point of any level. So take this time to gear up and talk with your teammates, formulating a plan for your trek. But in versus mode, the longer the time you spend at the start point, the longer the opposing team's infected have to stage elaborate ambushes in the passages ahead. So make sure you grab all the pickups, but don't linger too long in these safe areas.**



When your team has geared up and is ready to move out, you must descend to the apartment's third floor. There are two paths downstairs. The most obvious is the staircase at the center of the roof. But your team can also drop down through the skylight, landing in a bedroom below. Both entry points have their advantages and disadvantages. The skylight is the quickest way to reach the third floor, but it's tough to clear the room below before dropping in, so your team is at risk. The staircase is a much safer

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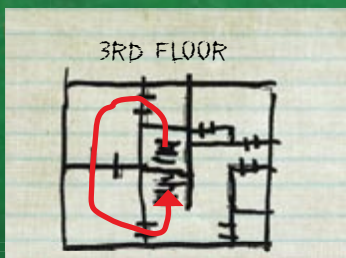
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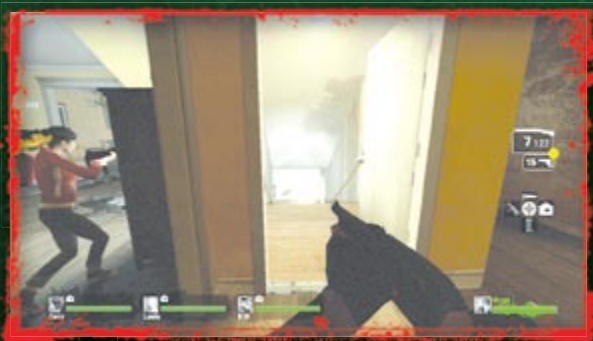


route, allowing the lead player to clear a path while descending the stairs—the pump shotgun is ideal for this. Whatever your decision, keep the team together while moving through the staircase or skylight. Splitting up at this point could be disastrous.

### Third Floor



Regardless of which entry point your team has chosen, be ready to open fire as soon as you reach the third floor. Expect light to moderate concentrations of common infected on this floor. Quickly survey your surroundings and make sure all your teammates have clear angles on the hostiles. The lighting is poor on this floor so keep your flashlights on to illuminate dark corners and rooms.



Make quick work of the zombies on the third floor while pushing toward this stairway in the center of the building. Be careful when turning the corner to peer down the stairs. This is a popular ambush point, particularly for Boomers hoping to trigger a swarm attack. If you encounter one here, don't shoot! Instead, push the Boomer down the stairs with a melee strike and make the kill a safe distance away.

### Infected



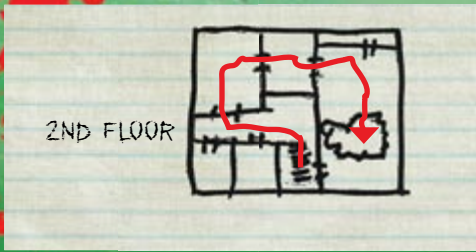
When playing as the infected in versus mode, look for this breakaway wall near the kitchen. While in ghost mode, you can move through this wall and hide inside this otherwise inaccessible space. Spawn inside this space and wait for the survivors to enter the third floor. As they pass your position, knock down the wall with a melee strike and attack them from behind. This is a great tactic for picking off lone stragglers, particularly when playing as the Hunter or Smoker. But a Boomer can also make use of this space by spawning, breaking through the wall, and vomiting on the survivors while they're all bunched up in the staircase leading down to the second floor.





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## Second Floor



The path through the second floor is completely linear, but be sure to watch the side rooms for infected attempting to blindside your team. The side rooms can also be good sources for pickups such as pills and molotov cocktails. If you haven't encountered a swarm attack by now, be ready for one here. You can hear these attacks building up before you can actually see them, so be ready to take a stand when you hear an incoming horde thundering through the building. Make sure everyone in the team has a clear angle on the hostiles and do your best to avoid friendly fire—if a zombie is close to a teammate, move it away with a melee attack before shooting.



Continue advancing through the second floor, dispatching the undead as you go. When you come to this hole in the floor, stop and wait for everyone to catch up. There are usually multiple zombies on the floor below, some climbing up through the hole in an attempt to reach your team. Clear the visible space below before

dropping through to reach the first floor. If you have a molotov cocktail, toss it down through the hole to incinerate the zombies below. When the first floor looks clear, make sure everyone on your team drops through the hole at the same time. This will prevent anyone from getting stuck or pinned on the second floor. Plus, it allows your entire team to impose its firepower on any threats lurking on the first floor.

## CAUTION

EXERCISE EXTREME CAUTION AT ELEVATION TRANSITIONS SUCH AS THE HOLE IN THE FLOOR. THESE ARE ONE-WAY TRANSITIONS, MEANING THAT WHEN YOU DROP THROUGH, THERE IS NO WAY TO GET BACK UP. THIS MAKES THEM PERFECT PLACES FOR THE INFECTED TO SET UP AMBUSHES, PARTICULARLY DURING VERSUS MODE. FOR EXAMPLE, IF THREE SURVIVORS DROP THROUGH THE HOLE AND LEAVE A BUDDY UPSTAIRS, A HUNTER OR SMOKER CAN PIN OR ENSNARE THE STRAGGLER AND PUMMEL YOUR TEAMMATE TO DEATH. THE VICTIM'S TEAMMATES ON THE FIRST FLOOR HAVE NO WAY TO STOP THE ATTACK, SINCE THERE'S NO WAY TO GET BACK TO THE SECOND FLOOR. FOR THIS REASON, SURVIVORS SHOULD ALWAYS DROP THROUGH AREAS LIKE THIS AT THE SAME TIME. IF NECESSARY, INITIATE A VOICE COUNTDOWN TO ENSURE EVERYONE DROPS THROUGH SIMULTANEOUSLY. ON THE OTHER HAND, IF YOU'RE PLAYING AS THE INFECTED, EXPLOIT THESE AREAS AS MUCH AS POSSIBLE IN AN EFFORT TO SPLIT UP THE SURVIVORS.

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### Infected



In addition to lurking on the second floor, the infected can easily ambush the survivors on the first floor, attacking as soon as they drop through the hole. This is a good way to soak a few survivors with the Boomer's bile, triggering a swarm attack. Just make sure you stay out of sight until the survivors actually drop through.



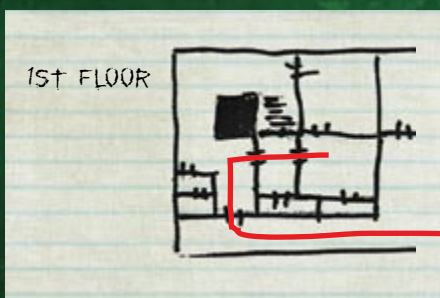
Immediately after dropping through the hole, race past the blinking alarm clock to spot the green glow of the exit sign. Turn left and run out into the alley to escape the apartment building.

### TIP

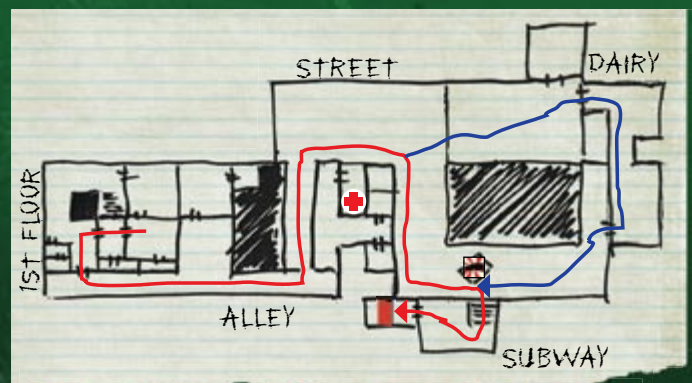


WHILE YOU MAY BE ANXIOUS TO LEAVE THE DARK AND CONFINED SPACES OF THE APARTMENT BEHIND, CONSIDER TAKING A FEW SECONDS TO SCOUR THE FIRST-FLOOR ROOMS FOR SOME PICKUPS. THE DIRECTOR MAY HAVE PLACED SOME ITEMS LIKE PILLS AND MOLOTOVS IN THESE ROOMS.

### First Floor



### Alley



Once your team has reached the first floor, you're only a few paces away from the building's exit.



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Upon exiting the apartment building, the survivors must pass through a narrow L-shaped alleyway leading out to the main street. The length of and long sight lines offered by these passages favor the SMG and pistol over the shotgun. So consider having your SMG-toting buddies lead the way during this phase of the journey.



Concentrating your firepower down these alleys allows your team to dispatch zombies at long range, mitigating the chance of close encounters. However, there may be a few zombies huddled near cars or dumpsters, so be ready to blast them as they rush into view. While your team's firepower and the tall walls of the surrounding buildings may make you feel secure in this alley, don't linger here too long. In versus mode, the infected can attack from the rooftops, so make a concerted effort to reach the street ASAP.

## Infected



When playing as the infected in versus mode, utilize the climb points in the alley to reach the rooftops. Attacking from the rooftops is the best way to attack

the survivors moving through the alley, particularly when playing as the Hunter or Smoker. The rooftops provide much better cover and concealment than the alley, helping you maintain the element of surprise.



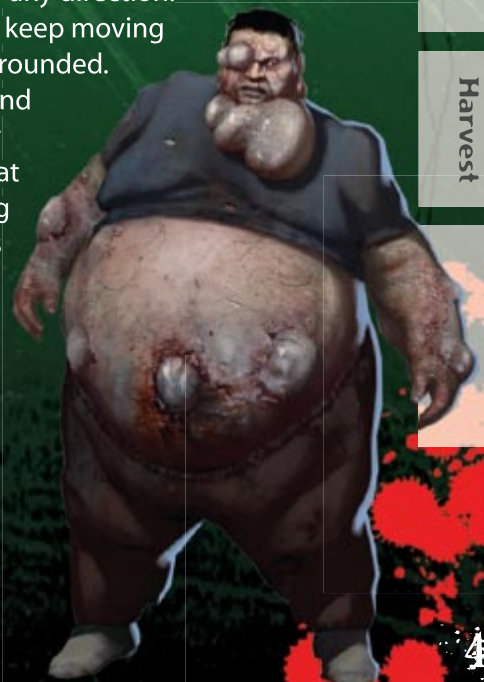
Just make sure you remain in ghost mode until you reach the rooftop—otherwise you may be spotted and eliminated before you can attack.

## Street



The alley empties into the street, the main artery leading to the subway station and this map's safe house. Combat in the street differs significantly from the action in the apartment or alley. For one, the street is very wide and the infected can attack from virtually any direction.

So stay on alert and keep moving to avoid getting surrounded. Submachine guns and pistols work well for eliminating threats at intermediate to long range, but shotguns are essential for dealing with the inevitable swarm attack.



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Immediately after exiting the alley, notice the chain-link fence blocking the street to the left, just beyond the abandoned police car. Zombies on the other side will climb this fence and attack your group, so watch for attacks from this direction. In the event of a swarm attack, toss a molotov at the base of the fence to torch any zombies attempting to reach you. But don't linger here. Eliminate any immediate threats and press on toward the subway station.

### TIP



AFTER EXITING THE ALLEY, GO THROUGH THE DOORWAY ON THE RIGHT TO ENTER A DARK ABANDONED BUILDING. ENTER THE HALL AND OPEN THE FIRST DOOR ON THE LEFT TO LOCATE A FIRST AID STATION. OUTSIDE THE SUBWAY SAFE HOUSE, THIS IS THE ONLY FIRST AID STATION ON THIS MAP. HOWEVER, ITS CONTENTS ARE BASED ON HOW WELL YOUR TEAM IS DOING. IF YOU'RE STRUGGLING, THE DIRECTOR MAY PLACE FIRST AID KITS INSIDE. BUT IF YOU'RE DOING WELL WITH ONLY MINOR INJURIES, THE DIRECTOR MAY PLACE ONLY A BOTTLE OF PILLS IN HERE. AFTER STOCKING UP ON FIRST AID SUPPLIES, YOU CAN USE THIS SAME BUILDING TO

CIRCUMVENT THE TANKER TRUCK CHOKE POINT IN THE STREET. SIMPLY BURST THROUGH THE DOUBLE DOORS AND MAKE A BREAK FOR THE SUBWAY STATION.



Follow the street, but be careful when passing this tanker truck. There may be large numbers of infected on the other side of the truck. Furthermore, the truck creates a narrow choke point, ideal for infected ambushes positioned in the buildings on the sides. Quickly deal with any threats and move past this area as fast as possible. For a safer path, consider taking one of the alternate routes through the abandoned building or dairy.

### Infected



The area around the tanker truck is one of the last great ambush spots for the infected on this map. Instead of attacking the survivors head on, hide in the buildings flanking the street. Buildings on both sides of the street are accessible and provide the perfect opportunity to overwhelm the survivors as they make a break for the



# No Mercy

subway station. A combined attack by Hunters, a Smoker, and a Boomer can really wreak havoc and give your team the chance to kill at least one survivor.



Regardless of which path you took, limit your team's exposure in the street and race to the subway station. However, be careful not to shoot, bump, or antagonize the red car parked outside in any way—it's equipped with an alarm. Cars fitted with alarms have windows that flash red. Discharging weapons near them causes them to emit a sharp but short beep. If the alarm is completely triggered, you'll face an instant swarm of common infected approaching from any direction. If this occurs, make sure your team sticks together. It would be tragic to lose someone when you're this close to the safe house. If possible, race into the safe house as soon as the alarm is triggered. But if the attack comes up the stairs from the subway, your team will have no choice but to stay put and defeat the undead swarm.

## Alternate Path: Dairy



If you want to avoid potential ambushes at the tanker, turn left at the truck and head into the building marked with the Simon Dairy Products sign. This side passage allows you to avoid the tanker truck choke point altogether. However, the interior of the building is pitch black, requiring the use of flashlights. Still, the director may have hidden some useful goodies for your team in this passage, including first aid kits. So keep your eyes peeled for pickups and threats. Despite the darkness, the chances of the infected orchestrating a crippling attack in here are quite slim. Still, quickly advance to the exit and make a dash for the subway station.

## CAUTION



IF YOUR TEAM HAS DONE REALLY WELL UP TO THIS POINT, THE DIRECTOR MAY SPAWN A WITCH NEAR THE SUBWAY STEPS. DEPENDING ON THE WITCH'S POSITION, IT MAY NOT BE POSSIBLE TO SNEAK PAST HER. IF IT BECOMES

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NECESSARY TO ELIMINATE HER, MAKE SURE YOUR TEAM IS READY TO OPEN FIRE SIMULTANEOUSLY, AND AVOID HITTING THE CAR WITH THE ALARM. ONCE SHE'S STARTLED, YOUR TEAM WON'T HAVE MUCH TIME TO RESPOND BEFORE THE WITCH POUNCES ON ONE OF YOUR TEAMMATES AND BEGINS CLAWING AWAY. FINISH HER OFF FAST AND GET DOWN INTO THE SAFE HOUSE BEFORE MORE INFECTED CAN JOIN THE ATTACK. WHEN YOU'RE PLAYING AS THE INFECTED, THE WITCH CAN BE A VERY USEFUL DISTRACTION, SO WAIT UNTIL SHE ATTACKS BEFORE TRIGGERING YOUR OWN AMBUSH.

### CAUTION



IN YOUR HASTE TO REACH THE SAFE HOUSE, KEEP TABS ON ALL YOUR TEAMMATES AND MAKE SURE THEY'RE NOT STILL UP ON THE STREET. IF THEY'VE BEEN PINNED BY A HUNTER OR WRAPPED UP BY A SMOKER, YOU'LL NEED TO GO BACK AND RESCUE THEM. HOWEVER, SUCH TACTICS CAN BE USED AS TRAPS BY THE INFECTED TO DRAW SURVIVORS OUT OF THE SAFE HOUSE, SO PROCEED WITH CAUTION. WHERE THERE'S ONE, THERE ARE LIKELY TO BE OTHERS READY TO POUNCE. AT TIMES YOU MAY BE BETTER OFF SACRIFICING ONE TEAMMATE TO SAVE THE REST.



### Subway Safe House

Descend the steps to the safe house and clear this room of threats. For the most part, a few common infected will be wandering around down here. But this room could also be the site of a last-ditch attempt by the infected to stop your team, especially during versus matches. Watch out for Boomers and other bosses lurking down here. Once it's clear, race into the safe house.

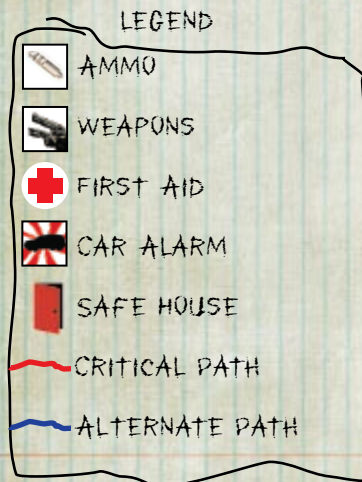
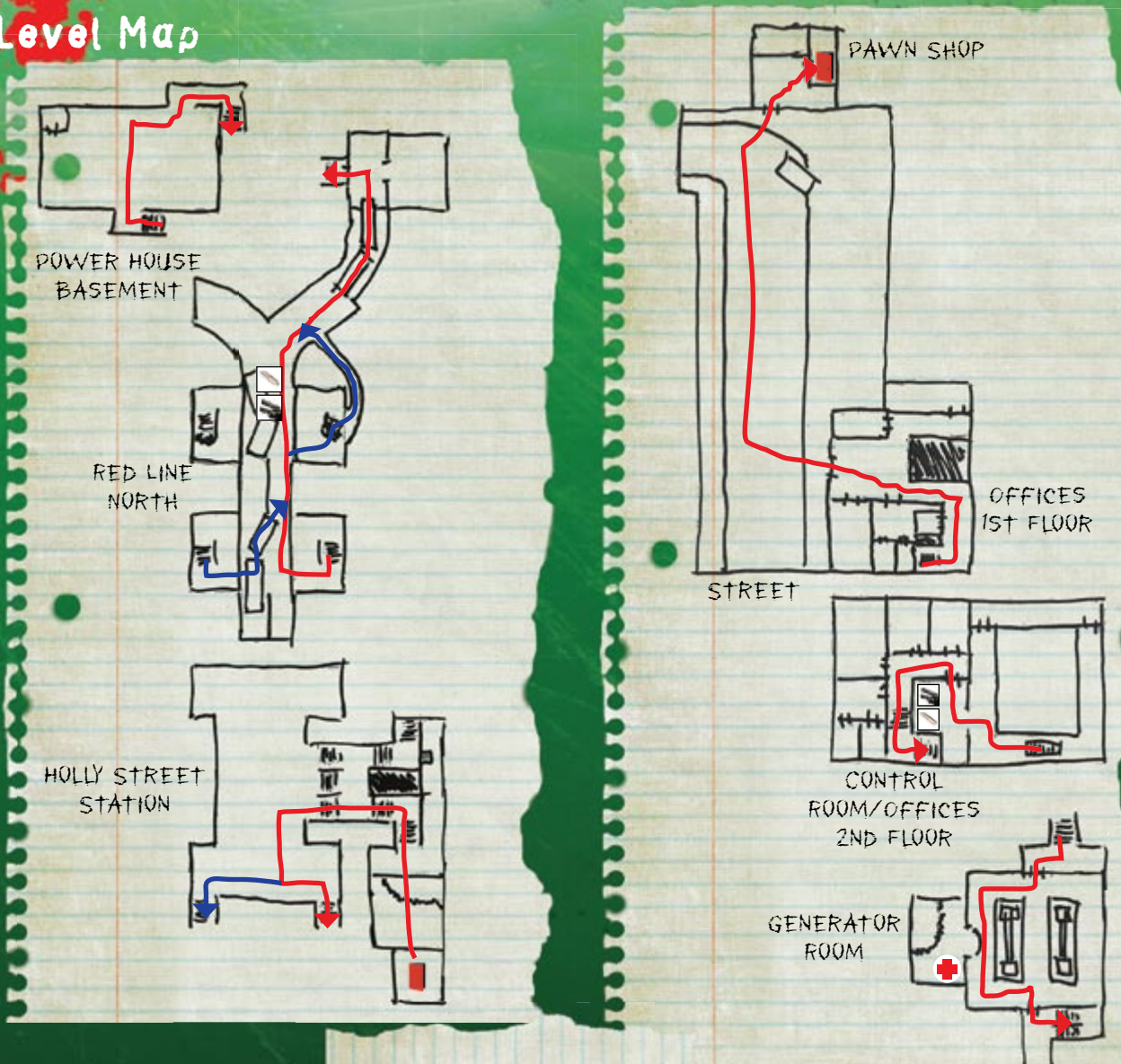


If you're the first in the safe house, turn around and provide covering fire from the doorway while the rest of your teammates file inside. Encourage your teammates to move as fast as possible so you can shut the door and complete the level. The infected cannot spawn in the room connecting to the safe house, but they can spawn on the street above. So aim at the staircase, as this is the only access point to the safe house—any attackers will come racing down these steps.



## The Subway

### Level Map



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### Safe House



Having escaped the apartment, the survivors must now travel underground, utilizing the Red Line North subway tunnel. This leads directly to the hospital, but given the damage aboveground, it's not certain if the entire stretch of the tunnel is open to foot traffic. Before heading out, stock up on ammo and health in the safe house. If you haven't already, heal up, then replenish your supplies by grabbing a new first aid kit. There are always four first aid kits in every safe house, so be sure not to leave one behind. The SMG and pump shotgun are both adequate weapons for clearing the subway tunnels—just make sure your team has good mix of weaponry before exiting the safe house.



Just outside the safe house the floor is damaged, dropping down into a stairway. Pause at the top of this big hole and blast any zombies lurking below. If you or any team members have a pipe bomb, consider tossing it down the steps to flush out any infected skulking below. When it's clear, drop through the hole simultaneously.



After dropping through the hole, turn around and clear out this dead-end area filled with concrete pillars and zombies. This is a favorite hiding spot for infected looking to pounce on your team early on, so don't turn your back on this area until it's clear. Watch for Boomers and other infected bosses lurking down here.

### Infected

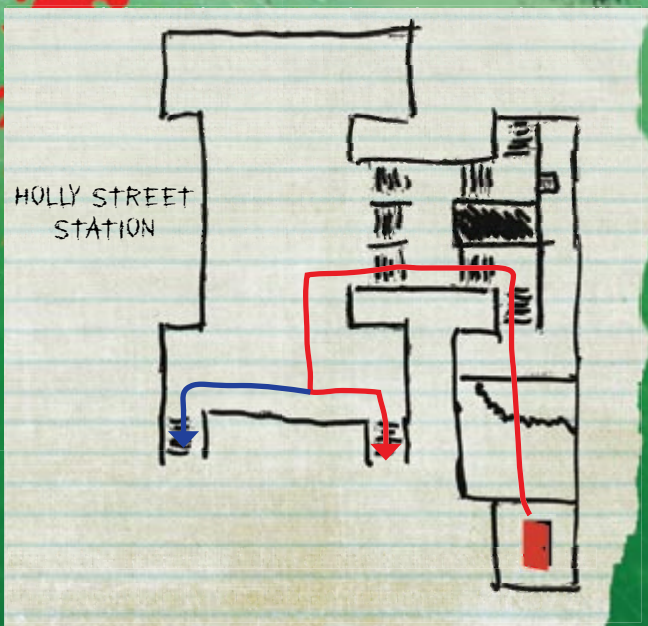


Just outside the safe house, look for this drainpipe climb point. It leads to a small ledge just above the safe house exit. From here you can attack the survivors as soon as they exit. For best results, wait until most of the survivors have dropped through the hole near the stairway, then attack any stragglers on the upper level. If you're lucky and patient, you may be able to kill at least one survivor here.





## Holly Street Station



Two escalators lead up to the tunnel system above. Although each escalator leads to a separate platform, the same tunnel is accessible from either. The escalator to the left leads to the Red Line North platform, putting you close to the tunnel you need to travel through. Whatever your decision, stick together. If your team gets split up here, the infected will have an easier time dispatching you.



assault rifle, or sniper rifle. If no weapon upgrades appear here, the next best location is in the subway tunnel below.

## Infected



While the survivors make their decision on which escalator to take, position your team on the platforms above. When the opposing team makes a move for one of the two escalators, call it out so your team can attack simultaneously.



For best results, wait until they reach the platform. Or if they have split up, organize your team to eliminate any loners.

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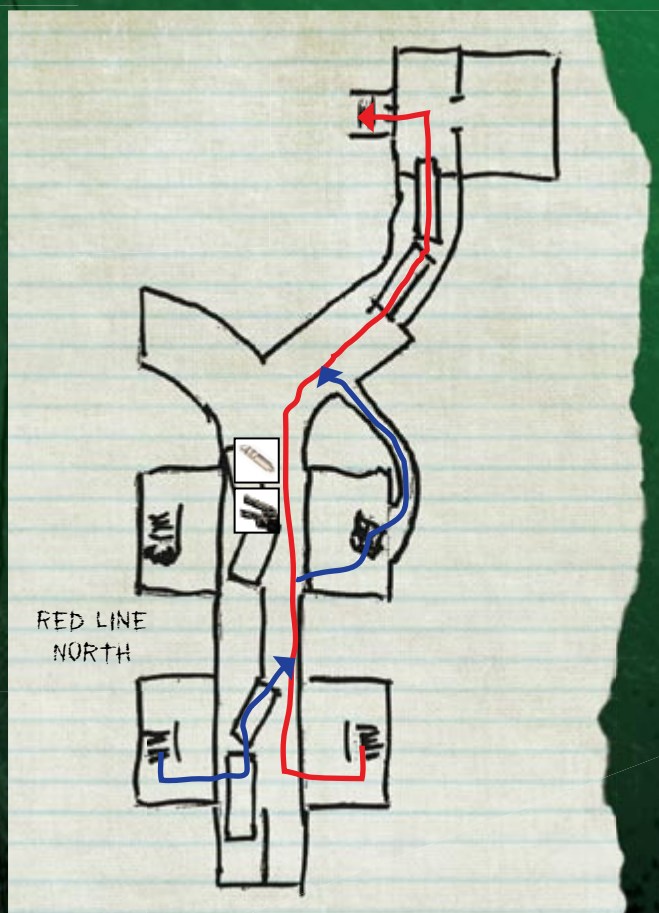
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Be ready for a fight when you reach the top of the escalator. Even if no infected bosses show up, there are usually plenty of common infected to mop up before you can make a move for the tunnel. Also, don't linger around the escalators. Infected spawning downstairs love to rush up these steps and flank your team from behind. So remain vigilant while pushing toward the tunnel ahead.

### Red Line North



Drop onto the tracks and start moving along the Red Line North tunnel. Move quickly and drop any infected that get in your way. But stay close together and be ready for the inevitable attacks by the infected bosses, such as the Smoker and Hunter. The closer you stay together, the quicker your teammates will be able to respond to these attacks.

### Infected



While in ghost mode, continually monitor the survivors as they move through the tunnel. There are many opportunities for them to get separated here, giving your team the perfect chance to attack. Watch for stragglers, then immediately spawn just out of sight and initiate your attack. Hunters can dish out some serious damage, especially if the victim's teammates are far away and unable to quickly respond.





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Farther down the tunnel is a subway car with a table next to it. This table always has ammo and may even hold weapon upgrades. But these supplies are in the middle of the tunnel so be ready for ambushes. Cautiously clear the area of threats before dashing for the ammo and weapons. All the weapon upgrades are an improvement over the SMG and pump shotgun. Give the assault rifle or automatic shotgun a try before moving on.

## Alternate Path: Side Tunnel



A large hole in the wall on the platform near the ammo table leads into a narrow passage that provides a slight shortcut through the subway tunnel. It's usually a safe route, filled with few infected. Consider taking it during single-player games or the co-op campaign. But in versus mode, it can be a trap, with the infected team coordinating attacks from both sides. So proceed with caution.



Continue down the tunnel and watch out for more infected. An encounter with a Tank is possible in this tunnel. If this occurs, mobility is your biggest concern, so stay out of subway cars and other cramped areas that prevent lateral movement. The tunnel's Y intersection is one of the best spots to deal with such threats, offering some room to sidestep the Tank's advances and incoming rocks. Keep firing while dodging the Tank's attacks.



At the tunnel's Y intersection stay to the right—the left branch is caved in. In this branch of the tunnel your team must move through a subway car. Cars can actually work to your team's favor, preventing you from being flanked from the sides. However, it's important to keep weapons aimed at the front and rear of the car—these are the only entry points. Swarm attacks are particularly easy to defeat in these cars, especially if a shotgun or assault rifle is deployed against the incoming horde.

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David Knight has been an avid gamer since the days of the Atari 2600 and Commodore 64. His first foray into the gaming industry came in 1995, as a scenario designer for SSI's WWII strategy game *Steel Panthers*.

As online gaming communities sprung up across the Web, David lent his enthusiasm and design skills to many fan sites. In 1998, he co-founded and co-hosted *Game Waves*, a weekly webcast featuring industry news and game reviews. David's involvement with Prima Games began in the late '90s as a technical editor. After co-authoring a couple of guides with his brother Michael, David authored his first solo game guide in 2002 for *Rollercoaster Tycoon 2*. Since then, he's written more than a dozen guides for Prima Games, including books for *Battlefield 1942*, *Star Wars Battlefront*, and *SWAT 4*.

We want to hear from you! E-mail comments and feedback to [dknight@primagames.com](mailto:dknight@primagames.com).

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